

**IN THE CLAIMS:**

Please cancel claims 1, 16, and 25-27 without prejudice or disclaimer, amend claims 2-4, 9, 11-15, 17-19, and 24, and add new claims 28-31 as follows:

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1. (Canceled).
  2. (Currently Amended) A method of classifying a user's input to a computer comprising the steps of:  
receiving a user's input; and  
classifying choosing whether the user's input ~~as one of~~ is a stroke, a tap, a hold, or a hold and drag based on at least one of the input satisfies a first move threshold, and at least one of a time threshold, and a second move threshold.
  3. (Currently Amended) The method of classifying a user's input according to claim 2, wherein said ~~classifying~~ choosing step is based on at least two of the input satisfying said first move threshold, said time threshold, and said second move threshold.
  4. (Currently Amended) The method of classifying a user's input according to claim 2, wherein said ~~classifying~~ choosing step is based on the input satisfying said first move threshold, said time threshold, and said second move threshold.
  5. (Original) The method of classifying a user's input according to claim 2, wherein, if said input satisfies said first move threshold, the input is classified as a stroke.
  6. (Original) The method of classifying a user's input according to claim 2, wherein, if said input does not satisfy said first move threshold and said input does not satisfy said time threshold, the input is classified as a tap.
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7. (Original) The method of classifying a user's input according to claim 2, wherein, if said input does not satisfy said time threshold and said input does not satisfy said second move threshold, said input is classified as a hold.

8. (Original) The method of classifying a user's input according to claim 2, wherein, if said input does not satisfy said time threshold and said input satisfies said second move threshold, said input is classified as a hold and drag.

9. (Currently Amended) A method of classifying a user's input to a computer comprising the steps of:

receiving a user's input;

classifying choosing whether the user's input ~~as one of~~ is a stroke, a tap, a hold, or a hold and drag based on at least one of the input satisfying a move threshold and a time threshold.

10. (Original) A method of implementing a stroke input to a computer comprising the steps of:

determining whether said stroke input started on a draggable object;

determining whether said stroke input satisfies a drag threshold;

in response to said first determining step and said second determining step, dragging said draggable object.

11. (Currently Amended) A method of implementing a stroke input to a computer comprising the steps of:

determining that said stroke input did not start on a draggable object;

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determining that a location of said stroke input is inkable; and,  
adding ink to said location.

12. (Currently Amended) The method according to claim 11, wherein said adding ink step includes at least one of drawing, writing, ~~or~~ and annotating.

13. (Currently Amended) A method of implementing a tap input to a computer comprising the steps of:

determining at least one of whether a location of said tap includes wet ink, whether said location is in an inline space, ~~whether said location includes a selectable object,~~ and whether said object was previously selected; and

responsive to the step of determining, performing at least one of adding a dot of ink, ~~selecting said selectable object,~~ placing an insertion point in said inline space, ~~or~~ and performing an action associated with said object.

14. (Currently Amended) The method of classifying a user's input according to claim 7, further comprising the step of:

simulating a right mouse click responsive to said input being classified as a hold.

15. (Currently Amended) The method of classifying a user's input according to claim 8, further comprising the step of:

dragging a selected object responsive to said input being classified as a hold and drag.

16. (Canceled).

17. (Currently Amended) A computer-readable medium storing a program for classifying a user's input to a computer, said program comprising ~~the~~ computer-executable instructions for performing steps of including:

receiving a user's input;

~~classifying~~ choosing whether the user's input ~~as one of~~ is a stroke, a tap, a hold, or a hold and drag based on at least one of the input satisfying a first move threshold, a time threshold, and a second move threshold.

18. (Currently Amended) The computer-readable medium according to claim 17, wherein said ~~classifying~~ choosing step is based on at least two of the input satisfying said first move threshold, said time threshold, and said second move threshold.

19. (Currently Amended) The computer-readable medium according to claim 17, wherein said ~~classifying~~ choosing step is based on the input satisfying said first move threshold, said time threshold, and said second move threshold.

20. (Original) The computer-readable medium according to claim 17, wherein, if said input satisfies said first move threshold, the input is classified as a stroke.

21. (Original) The computer-readable medium according to claim 17, wherein, if said input does not satisfy said first move threshold and said input does not satisfy said time threshold, the input is classified as a tap.

22. (Original) The computer-readable medium according to claim 17, wherein, if said input does not satisfy said time threshold and said input does not satisfy said second move threshold, said input is classified as a hold.

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23. (Original) The computer-readable medium according to claim 17, wherein, if said input does not satisfy said time threshold and said input satisfies said second move threshold, said input is classified as a hold and drag.

24. (Currently Amended) A computer-readable medium having a program for ~~method of classifying a user's input to a computer comprising the~~ said program including computer-executable instructions for performing steps of including:

receiving a user's input;

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~~classifying choosing whether~~ the user's input ~~as one of~~ is a stroke, a tap, a hold, or a hold and drag based on at least one of the input satisfying a move threshold and a time threshold.

Claims 25-27 (Canceled).

28. (New) A method for classifying a user input to a digitizer, comprising steps of:

receiving the user input by the digitizer;

classifying the user input as a stroke if the user input satisfies a first move threshold;

classifying the user input as a tap if the user input fails to satisfy both the first move threshold and a time threshold;

classifying the user input as a hold if the user input satisfies the time threshold but fails to satisfy both the first move threshold and a second move threshold;  
and

classifying the user input as a hold and drag if the user input satisfies both the time threshold and the second move threshold but fails to satisfy the first move threshold.

29. (New) The method of claim 28, further including steps of:

if the user input is classified as a stroke, determining whether an object associated with the stroke is draggable;

if the object is draggable, then determining whether the user input satisfies a drag threshold; and

if the object is not draggable, then determining whether the object is inkable.

30. (New) The method of claim 29, wherein the drag threshold includes a speed threshold.

31. (New) A method of implementing a stroke input to a digitizer, comprising steps of:

determining whether the stroke input did not start on a draggable object;

responsive to the stroke input not starting on a draggable object, determining whether a location of the stroke input is inkable; and

responsive to the location being inkable, adding ink to the location.

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